IN THE CLAIMS

I claim:

1. (original) A method for instantiating a computer-generated environment, which comprises the following steps:

(a) instantiating areas of the environment only when needed;
(b) allowing the instantiated areas to lapse when no longer needed; and
(c) incorporating components into the environment utilizing pseudo-random selection from available data files.

2. (original) The method as set forth in claim 1, further comprising the step of investing components with nested fidelity.

3. (original) The method as set forth in claim 2, further comprising the step of enabling users and forces to interact with environmental components and other users and forces.

4. (original) The method as set forth in claim 3, further comprising the step of reinstantiating the lapsed areas identical to the area's initial instantiation.

5. (currently amended) The method as set forth in claim 4, further comprising the step of retaining the impacts of the interaction by enabled ~~by claim 3~~ users and forces ~~and including those impacts~~ when reinstantiating the lapsed area.

6. (original) The method as set forth in claim 1, further comprising the step of enabling users and forces to interact with environmental components and other users and forces.

7. (original) The method as set forth in claim 6, further comprising the step of reinstantiating the lapsed areas identical to the area's initial instantiation.

8. (currently amended) The method as set forth in claim 7, further comprising the step of retaining the impacts of the interaction by enabled ~~by claim 3~~ users and forces ~~and including those impacts~~ when reinstantiating the lapsed area.

9. (original) The method as set forth in claim 1, further comprising the step of reinstantiating the lapsed areas identical to the area's initial instantiation.